

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended): A method for displaying an image of a dragging object during a drag and drop operation, comprising:
 - installing one or more keyboard and mouse event listeners to a Java application implemented in a window, wherein the one or more keyboard and mouse event listeners follows movements of a mouse cursor;
 - attaching a custom glass pane to the window of the Java application, wherein the mouse cursor is located in the window; and
 - displaying a drag image approximate the mouse cursor using the custom glass pane, wherein the drag image ~~represents~~ is a ghost image of the dragging object and moves with the mouse cursor, and wherein the ghost image disappears after the drag and drop operation.
2. (original): The method of claim 1, further comprising removing the custom glass pane from the window after the drag and drop operation.
3. (original): The method of claim 1, wherein the displaying step includes repainting the drag image using the custom glass pane.
4. (previously presented): The method of claim 1, wherein the displaying step comprises:
 - detaching the custom glass pane from a previous window of the Java application; and
 - attaching the custom glass pane to a next window of the Java application where the mouse cursor is currently located.
5. (original): The method of claim 1, wherein the displaying step includes using a standard drag and drop application programming interface (API) specification.
6. (original): The method of claim 1, wherein the installing step includes installing the one or more keyboard and mouse event listeners at a global application level.
7. (original): The method of claim 1, further comprising saving a currently installed glass pane in a storage device before attaching the custom glass pane to the window.
8. (original): The method of claim 1, further comprising reattaching a previously saved glass pane to the window after removing the custom glass pane from the window after the drag and drop operation.

9. (currently amended): An apparatus for displaying an image of a dragging object during a drag and drop operation, comprising:
- a window for implementing a Java application;
 - one or more keyboard and mouse event listeners for following movements of a mouse cursor; and
 - a custom glass pane attached to the window of the Java application, wherein the custom glass pane displays a drag image approximate the mouse cursor, ~~and~~ wherein the drag image ~~represents~~ is a ghost image of the dragging object and moves with the mouse cursor, and wherein the ghost image disappears after the drag and drop operation.
10. (original): The apparatus of claim 9, wherein the custom glass pane is removed from the window after the drag and drop operation.
11. (original): The apparatus of claim 9, wherein the drag image is repainted to the window by the custom glass pane.
12. (previously presented): The apparatus of claim 9, wherein the custom glass pane is detached from a previous window of the Java application and attached to a next window of the Java application where the mouse cursor is currently located.
13. (original): The apparatus of claim 9, wherein a currently installed glass pane is saved in a storage device before the custom glass pane is attached to the window.
14. (original): The apparatus of claim 9, wherein a previously saved glass pane is reattached to the window after the custom glass pane is removed from the window after the drag and drop operation.
15. (currently amended): A computer readable medium providing instructions for displaying an image of a dragging object during a drag and drop operation, the instructions comprising:
- installing one or more keyboard and mouse event listeners to a Java application implemented in a window, wherein the one or more keyboard and mouse event listeners follows movements of a mouse cursor;
 - attaching a custom glass pane to the window of the Java application where the mouse cursor is located; and
 - displaying a drag image approximate the mouse cursor using the custom glass pane, wherein the drag image ~~represents~~ is a ghost image of the dragging object and moves with the mouse cursor, and wherein the ghost image disappears after the drag and drop operation.

16. (original): The computer readable medium of claim 15, further comprising instructions for removing the custom glass pane from the window after the drag and drop operation.

17. (original): The computer readable medium of claim 15, wherein the instructions for displaying include instructions for repainting the drag image using the custom glass pane.

18. (previously presented): The computer readable medium of claim 15, wherein the instructions for displaying comprises instructions for:

detaching the custom glass pane from a previous window of the Java application; and
attaching the custom glass pane to a next window of the Java application where the mouse cursor is currently located.

19. (original): The computer readable medium of claim 15, further comprising instructions for saving a currently installed glass pane in a storage device before attaching the custom glass pane to the window.

20. (currently amended): The computer readable medium of claim 15, further comprising instructions for reattaching a previously saved glass pane to the window after removing the custom glass pane from the window after the drag and drop operation.

21. (previously presented): The method of claim 1, wherein the drag image is made half-transparent by changing alpha channel values for each pixel of an original image.

22. (previously presented): The method of claim 1, wherein the displaying the drag image step utilizes Java library functions.

23. (previously presented): The apparatus of claim 9, wherein the drag image is made half-transparent by changing alpha channel values for each pixel of an original image.

24. (previously presented): The apparatus of claim 9, wherein the custom glass pane utilizes Java library functions to display the drag image.